

INTRODUCTION

I first got a chance to write Popeye after Chariton discontinued the title, and Gold Key picked it up. They gave the account to George Wildman, and George gave me a shot at writing it. One of his previous writers. Joe Gill, always wrote "fishing" stories, according to George, and another, Nick Cuti, always wrote "werewolf" stories. (I respect both of these writers, by the way. Joe laughs when anyone claims Stan Lee has written the most comic book stories. Joe used to write a dozen a week, for years and years, at Charlton. And he readily admits that he might have repeated a plot or a line of dialogue now and then. Nick, another prolific writer, and friend of twenty years, probably didn't write more than one werewolf script for Popeye, but if George didn't like werewolves, that would be one too many.)

But he liked my scripts, and so did our editors at Gold Key. (We went through three of them.)

George was also my boss, the executive editor at Chariton, and the only person in the comics department who had a title. Which was definitely on purpose. Of the two hundred or so employees of the company, only about a dozen had titles.

George had an image of Popeye as he was in the Fleischer cartoons. His favorite comic strip from his impressionable youth was Smokey Stover by Bill Holman. Frantic action in every panel. Well, Smokey Stover is a classic in its own right, but it's not Thimble Theatre by E. C. Segar and it's not Popeye by Bud Sagendorf, who had been the immortal sailor's most enduring taskmaster. So George and I had an uneasy five-year partnership. I could influence how the feature was handled, but George had the final say. I wrote and lettered about twenty issues, and we did a couple of children's books and some bubble gum cards together, and I'm proud of a few of those stories.

Nobody said we couldn't, so we did booklength tales, and tried some pretty outrageous plots. I would act out bits of business for George, trying to make him laugh, and if you can look at Wildman's drawings without prejudice, he turned out some comical "big foot" cartoons.

The executives at King Features thought his Popeye was first-rate, apparently, because George had the comic book franchise for years. Of course, Sagendorf's version was still the real Popeye during that period, and rightfully so.

Bud Sagendorf ... what a genius. And dismissed as just another hack by many who should know better. It's a shame. Sagendorf's comic books were classics, completely his own, with a fascinating unique environment for the cast. He would fashion long, convoluted plots, with Popeye lost in strange places for pages, ruminating about his fate and the fate of the universe. Brilliant stream-of-consciousness tales, with plenty of action and suspense, and silly, clever cartooning that carried it all beautifully.

For decades, Bud's Daily and Sunday strips succeeded in reaching enough newspapers all over the world to keep it going fifty years after the strip's creator died. By decree of the syndicate, Bud was obligated to keep the strip universal enough that other people of all races in every nation of the world could understand and appreciate the gags.

It's more difficult to do than you might think. Than the critics think, anyhow. Ah, genius. Rare and elusive. Impossible to fake.

I had the pleasure of meeting and visiting with Bud Sagendorf when I was just starting to write the comics, and his advice and philosophy of approach to each character was an inspiration I'll always be grateful for.

Bud had been a teenage apprentice to E. C. Segar when his mentor died. I can identify with that because I had been a teenage idelater of Wally Wood, and an apprentice to that genius, on and off, for twenty years, until my mentor died, at age 52, in 1981.

Popeye and the rest of the cast have different personalities as put through their paces by every author, but every reader as well has definite ideas about how the characters behave and what they should look

I choose to believe Popeye fascinates so many people because he's the perfect hero: straightforward and confident, fearless in battle but good-natured with his pals. And ardently devoted to Olive, his "steady" for over half a century. And because Olive is his equal in every particular, in her feminine fashion, both exasperating and endearing at the same time. And because Wimpy is as perfect as he is, so utterly unredeemable that his every utterance is cause for suspicion.

But I'm sure more people associate Popeve with the TV cartoons or even the 1980 movie than with any of his comic strip or comic book adventures. They were not the same characters at all. Popeye on the screen was an omery little twerp, but in the comics he could be a mysterious enigma, a superhere with no pretensions, stalwart in every crisis. The fact is, the characters themselves are Segar's greatest achievement. More important than the gallons of ink he spread on paper, or the inspired dialogue that made his the most untimely death in 1938. (The same year of my birth, but I'm not insinuating anything except coincidence by mentioning it. Popeye will still be around when this generation passes from the scene and another bunch of anonymous pretenders put imperfect words in his mouth and animation to those powerful fists.)

Before joining the others on this project, I didn't know what kind of a Popeye they had in mind, and they couldn't have known how I thought he should look, but I don't consider our efforts — whatever their worth or worthlessness—to be sacrilegious to the memory of his creator. Elzie Segar was a bigger man than that.

Yes, all you professors and other selfstyled experts out there, that one-and-only Segar was the creator and all-time-best Popeye writer and artist there ever was or will be. All the rest of us who have worked in whatever capacity on his characters are only "other artists," lesser on every scale, and unworthy of sharpening his pencils. But i'll say one thing, i'd still rather write dialogue for his timeless characters than any other fictional cast ever assembled. And as for slopping ink on paper, it's a pleasure to embellish the old one-eyed wonder.

Bill Pearson

Send all letters of comment to POP-EYE % Ocean Comics, 88 Tiernan Ave., Warwick, Ri 02886.

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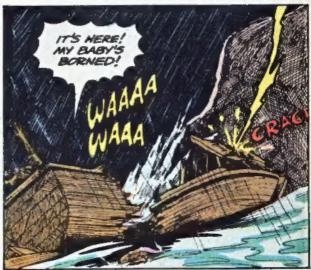
E. C. Segar

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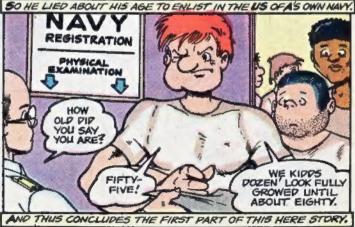


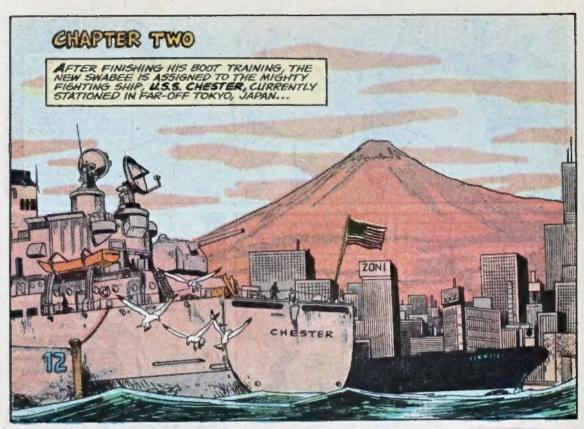






















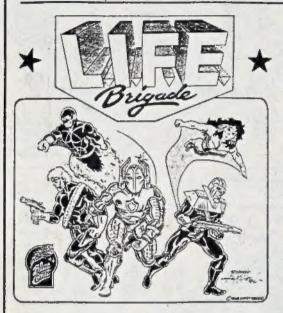






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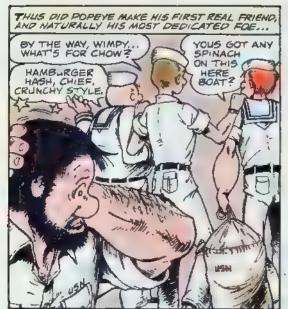




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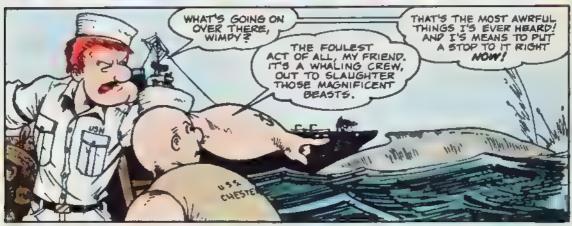


















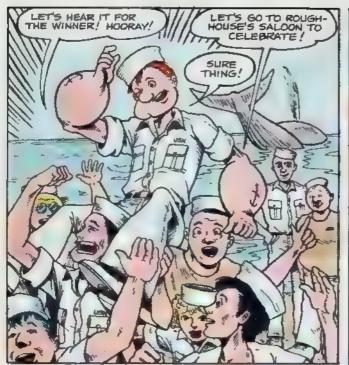
















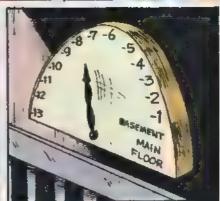


















































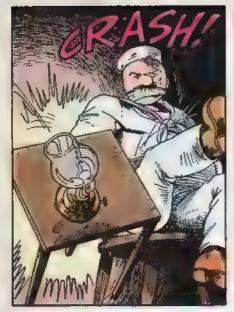






































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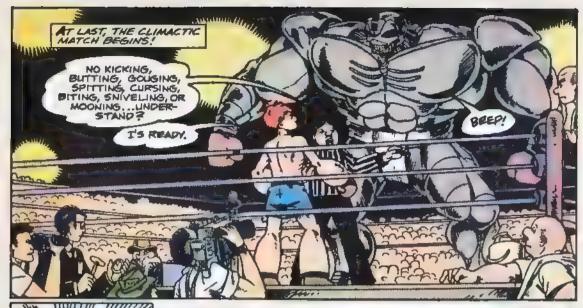






















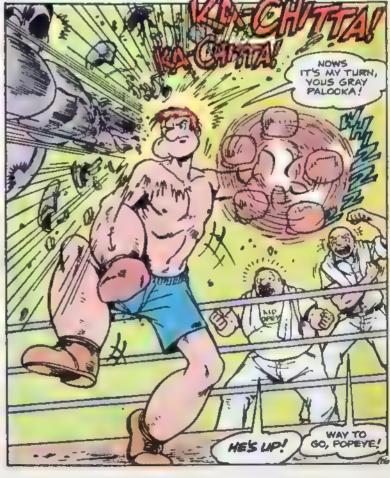
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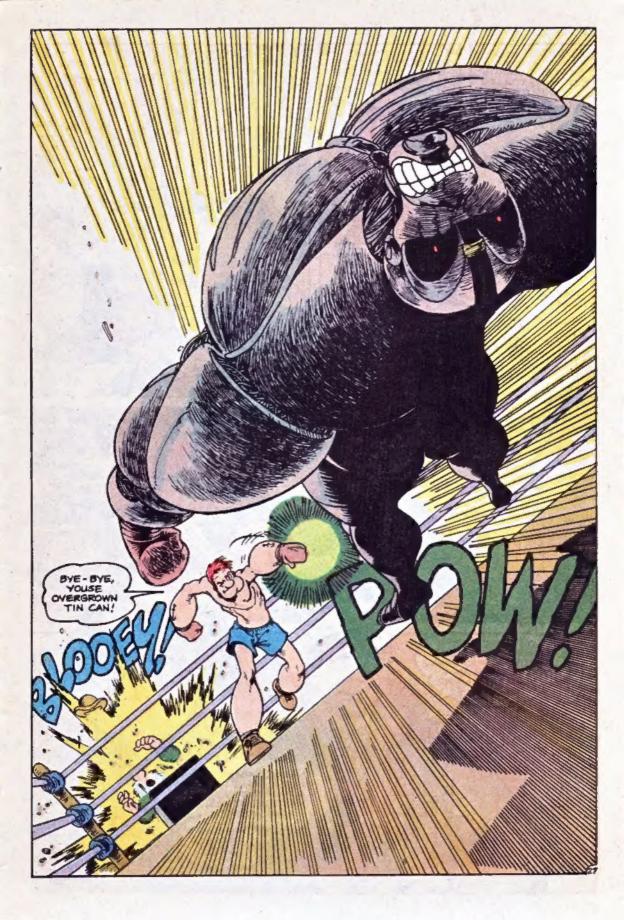
















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